

SEX MATCH'em UP (GERMAN)
for crt200 board
Program No. 6221-52

S E R V I C E M A N U A L

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RELEASED

DATE 12/12/86

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MATCH 'em UP

The SEX MATCH'em UP program (6221-52 U5-0 and U6-0) requires that a CRT209 Advanced Processor Module, properly encoded, be inserted in the U1 socket location.

SET UP AND OPERATION

1. Remove the keys from the top of the cabinet and unlock the rear door.
2. Carefully remove the line cord. Plug the cord into a grounded mains recepticle. (110-120 Volts AC 60 Hz)
3. Turn on the power switch.(Located in the rear of the cabinet.
4. Wait for a beep. (2-3 second delay) The screen should now be displaying idle screen.

GAME DESCRIPTION

The object of the game is to find and match pairs of symbols scrambled on the playfield. Prior to starting play, players are given a 2-second "PEEK" at all the symbols. One or two may play.

The player UP moves the cursor character with the joystick to the desired square, then pushes either "REVEAL" button to turn the symbol over. If a pair is found after revealing two squares, points are scored. (In a two player game, the player UP continues until no match is found, and then the other player is up.) Play continues until the entire board is "matched" or the timer runs out.

There are always at least 2 rounds per coin. If a player clears the board, he continues at the next level. He may continue until he fails to complete the next level. At that point, he may "BUY-IN" to continue from the level attained, instead of starting over from level 1.

Special symbols appear on some of the rounds. They are:

WILD - Some rounds have a WILD square that will match with any other symbol on the playfield (except ZAP).

ONE MORE PEEK - This pair appears on the player's second attempt to complete a level. It reveals the board for a second peek at the hidden symbols. This symbol can also be matched with the WILD square.

DOUBLE YOUR SCORE - This pair doubles your score. This symbol will also match with the WILD square.

BONUS MATCH - On some rounds, one of the symbol pairs will score extra bonus points.

ZAP - Matching this pair scores normally, but will scramble the arrangement of the remaining squares. Save this match for last.

Between every 4th and 5th level (e.g. level 4 and 5, level 8 and 9, level 12 and 13), the player gets to play a bonus "BLACKOUT ROUND". All matched and unmatched squares are the same color - black. It's a real challenge. But there is no penalty, the player does not have to match all the squares to continue.

BREAK BALLS - On some rounds, ball symbols are hidden under some the squares on the board. The balls are revealed as pairs of symbols are matched. Two of the squares on the board have the words "BREAK BALLS" on them. When the "BREAK BALLS" squares are matched, all of the revealed balls explode, awarding bonus points for each ball that explodes.

M-A-T-C-H - On some rounds, as the pairs are matched, letters spelling the word "MATCH" are revealed. As soon as all the letters in the word "MATCH" are revealed, the player is given ten extra seconds.

A player with a qualifying score, can enter his name in the MATCH MASTER's top seven scores. The ALL-TIME HIGH score is also displayed, as is TODAY'S HIGH SCORE.

BOOKKEEPING

To view the bookkeeping information, push the button inside the game labeled "BOOKKEEPING" or "FEATURES". The following information will appear on the screen:

COINS 1DM	800			
COINS 5DM	100			
		1 player	2 player	
GAMES STARTED	400		100	
BUY-INS	250		50	
				XXXXXXXXXXXXXXXXXX
GAMES REACHING:				X X
LEVEL 1	250	30	X COLOR BAR	X
LEVEL 2	100	10	X	X
LEVEL 3	30	7	X TEST CHART	X
LEVEL 4	10	3	X	X
LEVEL 5-7	5	0	X	X
LEVEL 8-10	3	0	X	X
LEVEL 11 UP	2	0	X	X
			X	X
DIPSWITCHES			X	X
SW 1 DFF = 99 ATTEMPTS MAX			X	X
SW 2 OFF = 3 ATTEMPTS PER COIN			X	X
SW 3 OFF = 6 GAMES FOR 5 DM			XXXXXXXXXXXXXXXXXX	
SW 4 DFF = NOT USED				
SW 5 DFF = EASY PLAY TIMING				
SW 6 OFF = NOT USED				
SW 7 OFF = NOT USED				
SW 8 OFF = NOT USED				

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The line labeled "BUY-INS" is the number of games in which players used another credit in order to continue playing from an attained level as opposed to starting over from level 1.

The table showing

"GAMES REACHING:
LEVEL xx"

displays totals for how many games were ended at each indicated LEVEL. This information is useful for gauging the "skill" levels on a location and as an indication of how long players stick with the game.

Dipswitch #1 controls the maximum number of attempts the player can make to complete a level. The player is charged one DM for each two or three attempts (depending on the setting of switch #2).

Dipswitch #2 controls the number of attempts a player gets for 1 DM. With SW #2 OFF, the player gets three attempts to pass a level. If SW #2 is ON, the player only gets 2 attempts.

Dipswitch #3 controls the number of plays the player gets for depositing 5 DM. With SW #3 OFF, the player gets 6 plays for every 5 DM. With SW #3 ON, there is no 5 DM premium play.

Dipswitch #5 controls the amount of time a player has to complete a screen. If SW #5 is OFF, the player gets a little more time to complete a screen than if SW #5 is on.

Use the white border to adjust the video monitor so that the white border is centered on the screen and fills the screen. The color bar test chart should be used to adjust the black level, brightness and color hue of the monitor.

The program number and revision level and date are shown at the bottom of this screen.

To clear just the "COINS IN" information, push and hold the "BOOKKEEPING" button for 5 seconds. Pushing the "BOOKKEEPING" button and then the "LEFT" reveal button and holding both for 5 seconds will clear all of the bookkeeping information. To exit this screen, push any front panel button.

CLEARING HIGH SCORES

You may clear just the "TOP 7" scores or both the "TOP 7" and "ALL-TIME HIGH" score. To clear either, first push the button inside the game labeled "CLEAR HIGH SCORES", then push either the button labeled "CLEAR TOP 7" or the button labeled "CLEAR TOP 7 & ALL-TIME".

On the German version of "SEX MATCH'em UP", the 1 DM coin input is on pin 57 of J3 and the 5 DM coin input is on pin 56 of J3. The 1 DM coin meter output is on pin 26 of J3 and the 5 DM coin meter output is on pin 25 of J3.